PlayStation

PAL

The Adventures of ALUNDRA

PSYGNOSIS

PlayStation™

Precautions

• This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation™. • Read the PlayStation™ Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation™, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

1 Player | Memory Card 1 block

SLES-01135

CONTENTS

The ADVENTURES of ALUNDRA

アランドラ

SETTING UP THE GAME

To play Alundra on your PlayStation™ game Console:

1. Set up your PlayStation™ game Console in accordance with the Instruction manual supplied with the system.

2. Follow your system directions to open the Disc cover and place the Disc onto the bed of the drive, ensuring the printed side faces upwards.

3. Close the Disc cover. If the Console is switched off, press the POWER button to begin play. If the Console is already on, press the RESET button.

4. Follow the on-screen instructions.

WARNING!
It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Make sure you have enough free blocks on your Memory card before commencing play.

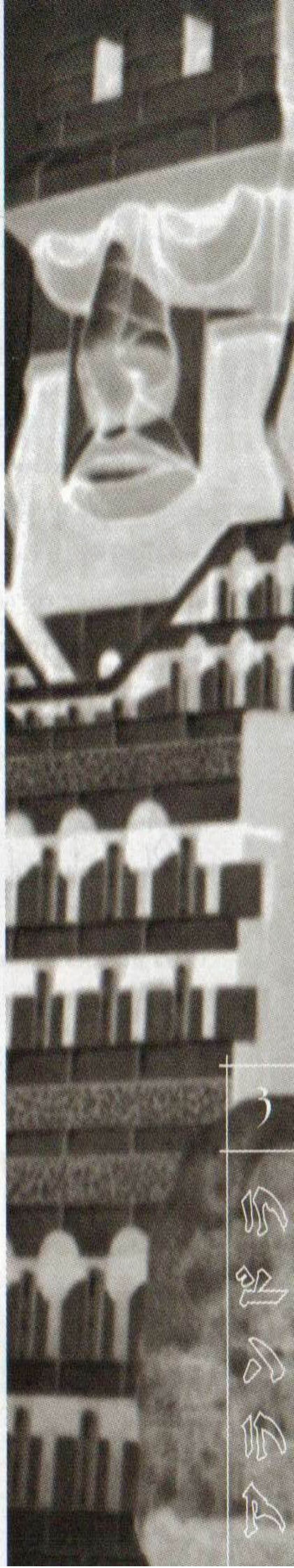
ALUNDRA'S WORLD

Once, long ago, the peaceful people of Inoa served the gods by means of idols. One day, Righteous King Snow decreed that all idol worship must cease, and all images used for worship must be destroyed. The King saw to it that those that openly defied him were burned alive at the stake. Thus began the darkest chapter in the domain of mortals.

In this dark time, the nights were not peaceful either, for the people found themselves haunted by disturbing dreams. Fortunately, a tribe of people were found to possess the ability to tread in the troubled subconscious of these souls. Unfortunately, fearing that their powers would be misunderstood, the members of this mythical tribe of Elna remained hidden.

Once the terrifying dreams started, the people of Inoa wished that they still had their idols. They found supplication to the gods to be difficult without physical images to aid them, and they needed the aid of the gods now more than ever. Broken, and seemingly alone, the groaning masses suffered greatly.

As if their trials were not great enough, the good people of Inoa have now been greatly disturbed by unexplainable events happening around the village. The priest of the Sanctuary was quick to point out that the gods were exacting their vengeance upon mortals for their lack of faith. Alas, it was to get far worse before it was to get better...



BACKGROUND

Alundra is gifted with the ability to walk between the worlds of the conscious and the unconscious. Not knowing if this is a curse or a blessing, Alundra has tried to help people tame their monstrous nightmares, but he is crippled by a lack of knowledge of how to use his skill effectively.

However, this time the dream is more personal. Every time that Alundra awakens in his dream, he sees the same images over and over again. In his dreams, he sees a man shrouded in a cloak. This guardian, Lars, implores him to journey to the village of Inoa. Lars has repeatedly told Alundra of the evil Id that once ravaged this world so many years ago. Lars urges Alundra to go to Inoa for the hopes and dreams of all rest in his hands alone. Lars has foreseen the very place in which this evil will awaken. It is a lake located north of the village of Inoa.

Plagued by these visions, and haunted by the words of Lars, Alundra boldly decides to board a ship that will soon set sail for the village of Inoa.

Thus begins Alundra's greatest adventure...



CAST OF CHARACTERS



ALUNDRA

Gifted with the ability to dreamwalk, Alundra is able to enter into people's dreams and actually change the outcome. In one of his own dreams, Alundra was instructed to journey to the village of Inoa. Is he ready for the nightmare that awaits him there?



MEIA

Meia is also of the tribe of Elna. However, she feels that Alundra uses his power quite carelessly, without regard for the consequences. Trusting no one fully but herself, Meia appears headstrong and distant, but harbours a heartbreaking secret...



Jess

Jess is the local swordsmith in Inoa. He's a very caring person who sees a lot of his deceased son in Alundra. His fatherly nature moves him to help Alundra by making many custom weapons and items for his quest.



Septimus

Septimus has been researching dreams and nightmares for the past three years, ever since he came to Inoa. He hopes that one day his research can be used to save these people from their raging Id.



Sybill

Sybill has the ability to dream only when she's awake. Her dreams seem to eerily portend future events with uncanny accuracy. Needless to say, she frightens a lot of the other villagers.



Yustel

As one of the oldest residents of Inoa, Yustel has watched the village's descent into darkness with a sense of helplessness. For a small fee, she uses her crystal ball to give advice to anyone wise enough to inquire of her.

RONAN

As the only priest in the village, Ronan tries to impart his teachings to the local villagers. Since the King has ordered the destruction of their idols, Ronan is concerned that the villagers will abandon the gods.





GILES

Giles became extremely religious when he lost both of his parents in a freak gardening accident. He now works very closely with Chancellor Ronan in the Sanctuary, and lives with his long-suffering sister, Kisha.

ZAZAN

This leader of the rare white monkeys lives in the woods just northwest of the village of Inoa. He is currently trying to put the villagers on the list of endangered species.



NAVA

This wise man lives south of Inoa village in a little hut on the coast. He is very stubborn and despises intrusions on his privacy. The townspeople seem to think he knows more than what he's telling them.



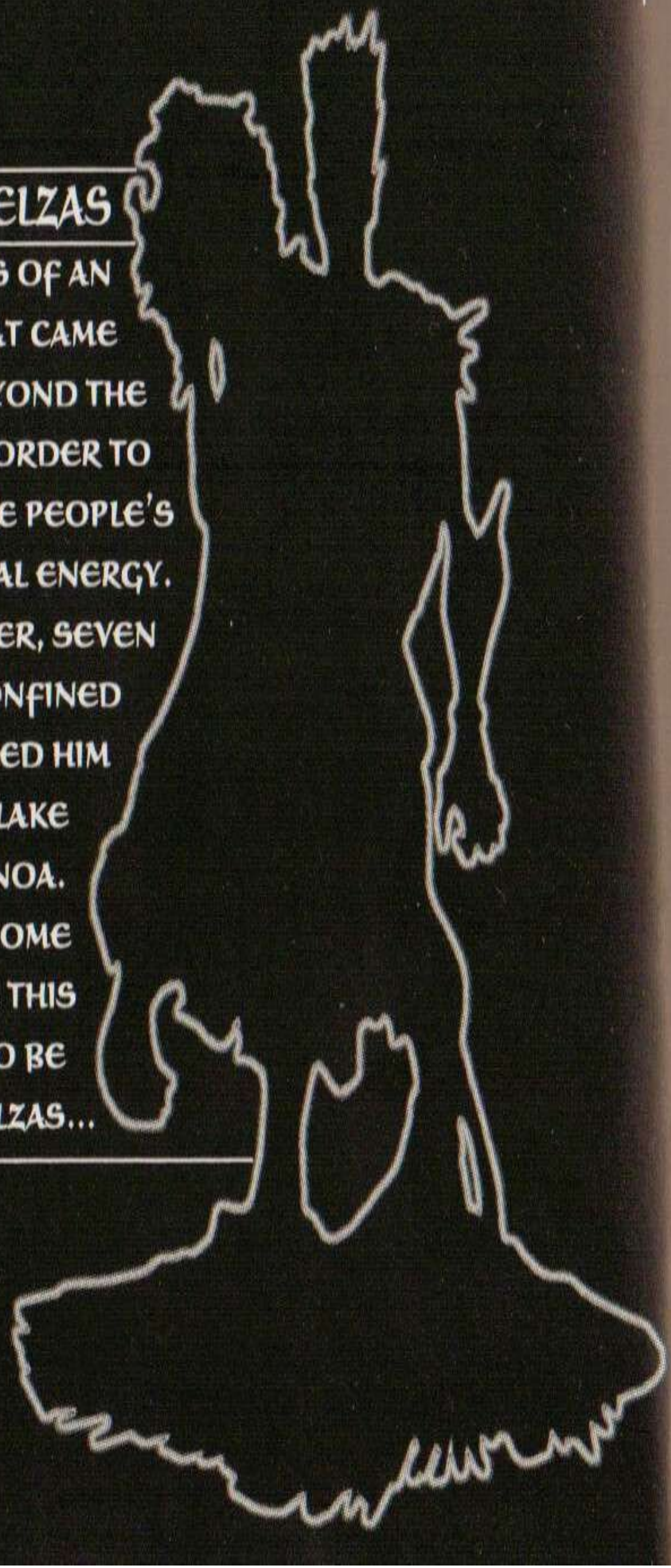
LARS

He is the wise man in Alundra's dream who commands him to go to Inoa village. He is one of the guardians that confined Melzas so many years ago.



Zorgia

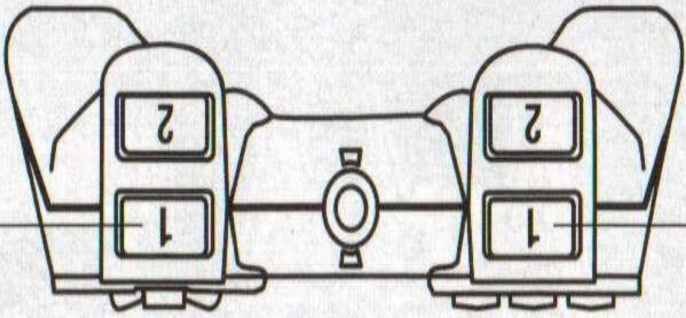
Melzas' right-hand thug is ready to do anything that his master commands. This philosophical agent of darkness hopes that one day Melzas will reward him by allowing him to rule this world.



Melzas

Legend tells of an alien that came from beyond the stars in order to feed off the people's spiritual energy. However, seven guardians confined him and sealed him away in the lake north of Inoa. Many have come to believe this one to be Melzas...

CONTROLS



L1 BUTTON

Use to change between Status Screens. (L2 button must be pressed first).

R1BUTTON

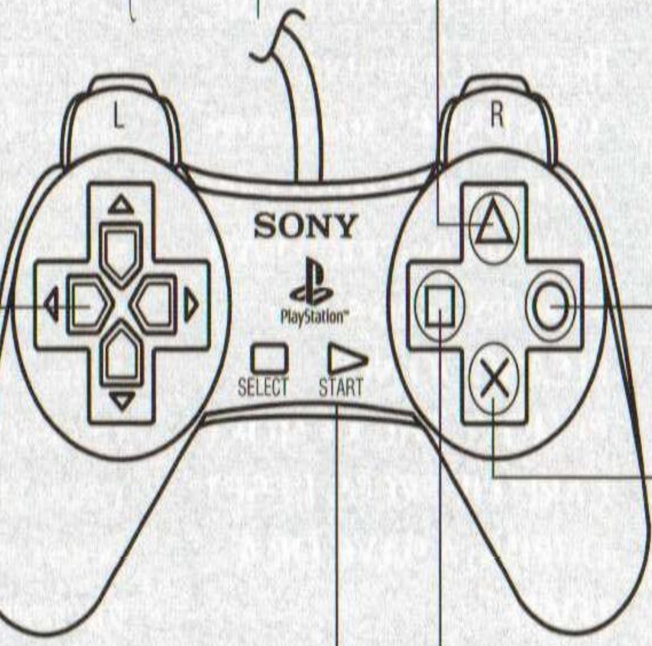
Use to change between Status Screens. (R2 button must be pressed first).

DIRECTIONAL BUTTONS

- Move Alundra on the screen.
- Move cursor on menu items and in boxes that require a response.

△ BUTTON

Use in conjunction with the Directional buttons to make Alundra run.



○ BUTTON

Use selected items.

X BUTTON

- Make Alundra jump.
- Confirm or cancel menu commands.
- Select inventory items.

START BUTTON

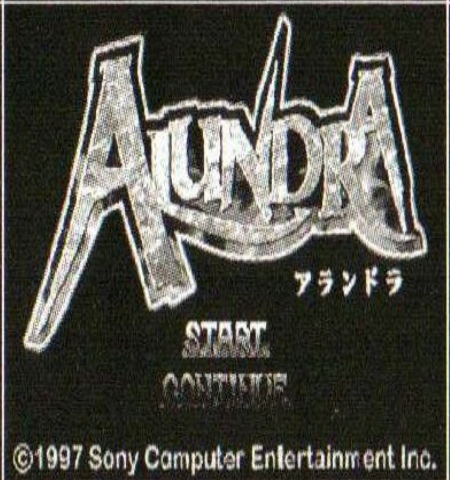
- Start the game /Skip opening animation.
- Open and close the Status Screens

□ BUTTON

- Initiate conversations with other characters.
- Search for hidden items.
- Use Alundra's weapon.

STARTING THE GAME







After the beginning animation (which can be cancelled by pressing the START button or the ● button) the Title Screen will be displayed.

The Title Screen displays two options. 'START' begins a new game. 'CONTINUE' resumes playing a previously saved game. Before choosing 'CONTINUE', make sure that your Memory card is firmly inserted into Memory card slot 1. PLEASE DO NOT REMOVE THE MEMORY CARD OR PRESS RESET DURING A SAVE OR A LOAD.

If 'CONTINUE' is chosen, the previously saved games will be shown as diaries on the tables. Move Alundra to the table containing the diary you wish to open. When a book is opened, it will show the save location, maximum health points, and game time. To confirm the decision to continue from the selected point, select 'YES' then press the X button. The game will load from the location selected. Cancellation of the operation is accomplished by selecting 'NO', then pressing the X button.





ALUNDRA'S LIFE GAUGE WILL DECREASE WHEN HE RECEIVES DAMAGE DURING A FIGHT. WHEN ALUNDRA'S LIFE GAUGE REACHES ZERO, THAT'S IT - GAME OVER.

WHEN THE GAME IS OVER, A SCREEN WILL APPEAR WITH THE OPTIONS OF 'QUICK RESTART' OR 'TITLE'. 'QUICK RESTART' WILL CONTINUE FROM THE LAST SAVE POINT USED. IF THE GAME HASN'T BEEN SAVED IN A LONG TIME, YOU MAY BE STARTING BACK QUITE SOME DISTANCE, SO SAVE THE GAME FREQUENTLY. 'TITLE' WILL RETURN THE GAME TO THE TITLE SCREEN AND ATTRACT MODE.



GAME SCREEN



1. Equipment Window.
Displays the weapon that is equipped. To use the weapon, press the ■ button.

2. Item Window
Displays the item that is currently equipped. To use this item, press the ● button.

3. Life Gauge
Alundra's current life gauge. When he gets hurt, the life gauge will be decreased. Use healing items to recover power.

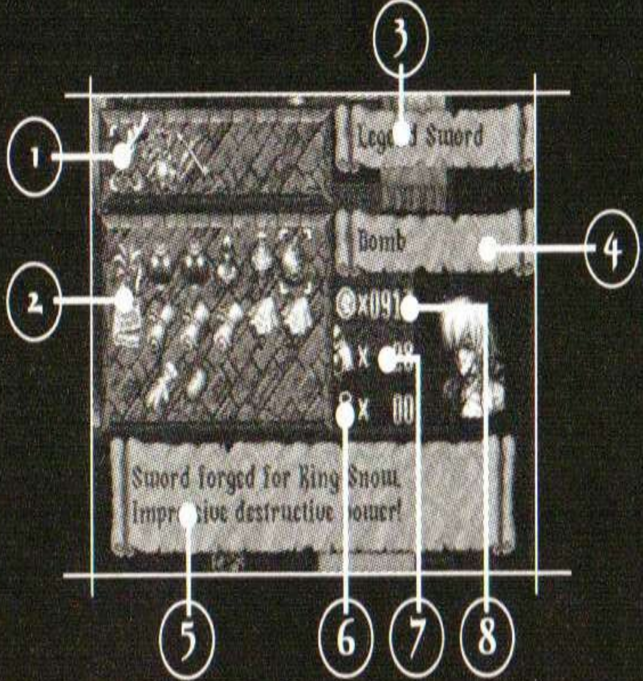
4. Magic Gauge
Alundra's current magic power. When he uses magic, his magic gauge will decrease. To refill the gauge, use magic recovery items.

5. Gilder
The amount of money being carried.

6. Message Window
Shows the conversation between characters, character names, and other useful information.

STATUS SCREENS

Press the L1 or R1 buttons to switch between the Status Screen and the Sub-Status Screen. (To select the Status Screen, press the L2 or R2 buttons.)



STATUS SCREEN

1. Weapon Window
Weapon arsenal. To select a weapon, move the cursor to that weapon, then press the X button. The weapon will then be equipped.

2. Item Window
Item inventory. An item can be selected by moving the cursor to that item, then pressing the X button. The item will then be available for use.

3. Weapon's Name
Name of the currently equipped weapon.

4. Item's Name
Name of the currently equipped item.

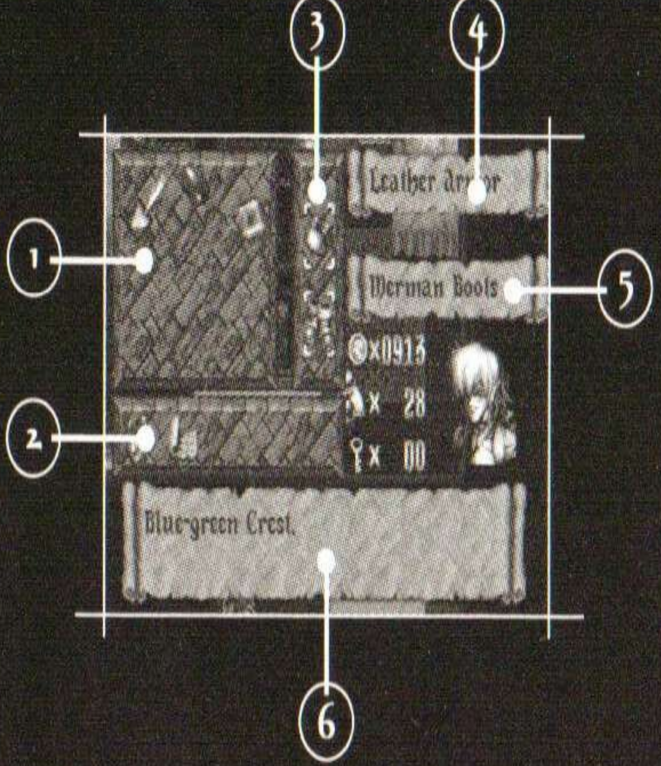
5. Message Window
The message window displays important information about the Status Screen.

6. Keys
The number of keys that have been collected.

7. Gilded Falcons
The number of gilded falcons in Alundra's inventory.

8. Gilder
The amount of gilder being carried.

Sub-Status Screen



1. Crests
Displays the crests that have been collected during the game. Their use will become obvious later in the game.

2. Special Items
Displays any special items received during the game. These items cannot be used directly by Alundra.

3. Protectors
Displays the armour and boots currently equipped. Protectors will be equipped automatically.

4. Armour Name
Displays the name of the armour that is currently equipped.

5. Footwear Name
Displays the name of the boots that are currently equipped.

6. Message Window
The message window displays important information about the Sub-Status Screen.

CHARACTER SKILLS

COMMAND LIST

Walk
Directional buttons

Jump
X button

Run
▲ button +
Directional buttons

Tackle
● button, ■ button or X
button when running

Attack
■ button

Charge Attack
Hold down the ■
button (on certain
weapons only)

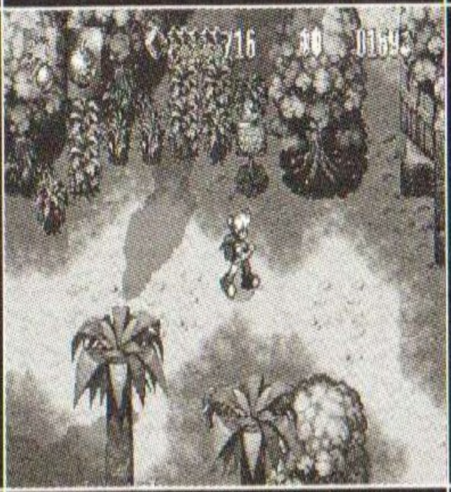
Pick Up Items
■ button +
Directional buttons

Throw
■ button

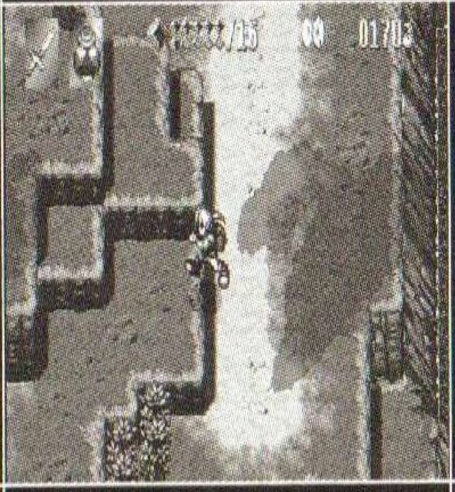
Conversation
■ button

Investigate
■ button

Use Equipped Item
● button



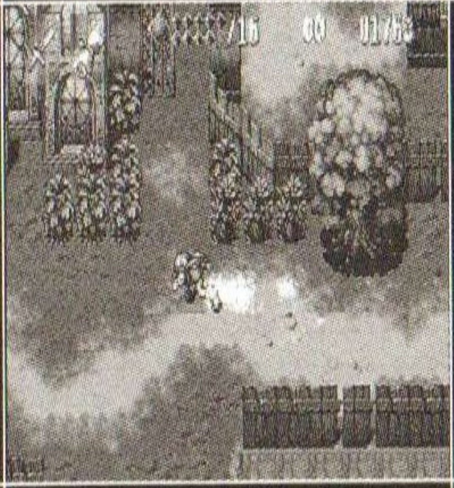
WALK
Directional buttons



JUMP
X button

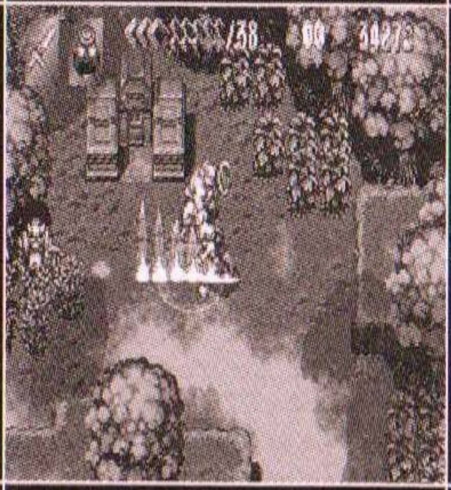


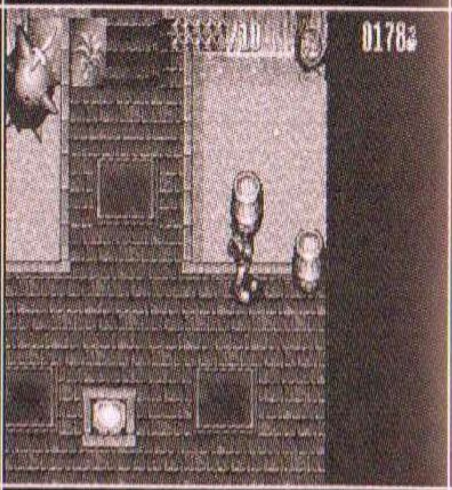
RUN
▲ button + Directional
buttons



TACKLE
● button, ■ button or
X button when running







ATTACK
■ BUTTON

To attack the enemy, press the ■ button. Alundra will attack the enemy with the weapon that is currently equipped.

CHARGE ATTACK
Hold down the ■ button

Certain weapons will allow Alundra to do a more powerful charge attack in addition to the regular one.

To do a charge attack, hold down the ■ button until Alundra begins to flash. When Alundra is flashing, move toward the enemy and release the ■ button. The charge attack will then be carried out in the direction Alundra is facing, causing severe damage to the enemy.

PICK UP OBJECTS
■ BUTTON
+ Directional buttons

To pick up an object, position Alundra so that he is next to the object, then push the ■ button while pressing the Directional button toward the object. Alundra will pick up the object.

NE PAS AFFRANCHIR

NO STAMP REQUIRED

RESPONSE PAYEE
GRANDE-BRETAGNE

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Please **PRINT** clearly in **CAPITAL LETTERS** & **REMEMBER** to fill in **ALL** the sections

L'avenir des jeux vidéo dépend de vous!

Remplissez cette carte et renvoyez-la à Psygnosis (port payé) chaque fois que vous achèterez un de nos produits. Vous pourrez ainsi influencer le développement de nos prochains jeux.

Merci de remplir entiérement cette section en **LETTRES CAPITLES**

Bestimmen Sie die Zukunft!

Senden Sie diese Karte, jedesmal wenn Sie ein Psygnosis-Spiel erwerben, an uns zurück und Sie können die Entwicklung unserer neuen Spiele beeinflußen.

Bitte schreiben Sie in **DRUCKBUCHSTABEN** und versuchen Sie, **ALLE** Spalten auszufüllen

First name *Prénom* Vorname

Date of birth *Date de naissance* Geburtsdatum — Day *Jour* Tag / Month *Mois* Monat / Year *Année* Jahr

Last name *Nom* Nachname

Sex *Sexe* — Male *Masculin* Männlich / Female *Féminin* Weiblich

Address *Adresse* Adresse

TOWN / COUNTY *VILLE* STADT ODER LANDKREIS

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Country *Pays* Land

Which Psygnosis game did you buy? / Quel jeu Psygnosis venez-vous d'acheter ? / Welches Psygnosis-Spiel haben Sie gekauft?

What type of computer games do you enjoy playing most?

Number them **1 to 7** if **1** is your favourite type.

Quelles catégories de jeux aimez-vous ?

Numérotez de **1** à **7** selon votre préférence.

Welches Spielgenre bevorzugen Sie bei Computerspielen?

Geben Sie bitte Noten von **1 - 7**, **1** ist dabei Ihr Lieblingstyp.

- Sports / *Sport* / Sport
- Racing / *Course* / Rennspiel
- Combat / *Combat* / Kampfspiele
- Platform / *Plates-formes* / Plattformspiele
- Action / *Action* / Action
- Sims / *Simulation* / Simulationen
- Role playing / *Jeu de Rôle* / Rollenspiele

This Psygnosis game was purchased through:	J'ai acheter ce jeu par le biais suivant :	Sie haben dieses Psygnoisis-Spiel erworben bei:
Mail order / *Vente par correspondance* / Versand ☐	Games store / *Magasin de jeux vidéo* / Spieleladen ☐	Hypermarket / *Hypermarché* / Supermarkt ☐
Department store / *Grand magasin* / Kaufhaus ☐	Music/video store / *Magasin de musique et vidéo* / Musik/Video-Geschäft ☐	Don't know / *Je ne sais pas* / Weiß nicht ☐
Electricalgoods/TV/stereo store / *Magasin d'articles électroniques / TV / stereo* / Elektro/TV/Audio-Geschäft ☐	Toy store / *Magasin de jouet* / Spielwarenhandel ☐	Other / *Autre* / Anderes ☐

How did you find out about this Psygnosis game?	Comment avez-vous connu ce jeu ?	Woher haben Sie von diesem Psygnosis-Spiel erstmals erfahren?

ADVERTISING *PUBLICITE* WERBUNG

- In magazines / *Dans les magazines* / In Magazinen ☐
- On the radio / *A la radio* / Im Radio ☐
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- At the cinema / *Au cinéma* / Im Kino ☐
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- Magazine/TV review / *Test dans un magazine / à la TV* / Test im Magazin/TV ☐
- Gift / *Cadeau* / Geschenk ☐
- Friend's recommdndation / *Recommandation d'un ami* / Empfehlung von Freunden ☐
- Other / *Autre* / Anderes ☐
- In-store recommendation / *Recommandation d'un vendeur en magasin* / Empfehlung im Laden ☐

Which PlayStation™ game do you intend to buy next?	Quel est le prochain jeu PlayStation™ que vous souhaitez acquérir ?	Welches PlayStation™-Spiel möchten Sie als nächstes erwerben?

What makes a good game? Number them **1 to 6** if **1** is most important.	Classez dans l'ordre d'importance (1 à 6) les éléments d'un bon jeu.	Was macht ein gutes Spiel aus? Nummern **1 - 6, 1** ist der wichtigste Faktor.

Playability / *Jouabilité* / Spielbarkeit ☐ Graphics / *Graphismes* / Grafik ☐ Sound effects / *Effets sonores* / Soundeffekte ☐ Plot / *Intrigue* / Handlung ☐ Music / *Musique* / Musik ☐ Originality / *Originalité* / Originalität ☐

How do you rate your PlayStation™ on a scale of 1-10 if 10 is excellent?	Quelle note attribueriez-vous à votre PlayStation™ (entre 1 à 10)?	Wie beurteilen Sie Ihre PlayStation™, auf einer Skala von 1-10 wenn 10 exzellent bedeutet?

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐

By air mail
Par avion

IBRS: PHQ-D 256-KT

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Put an "X" here if you do *not* want to be contacted to take part in our Psygnosis play testing programme

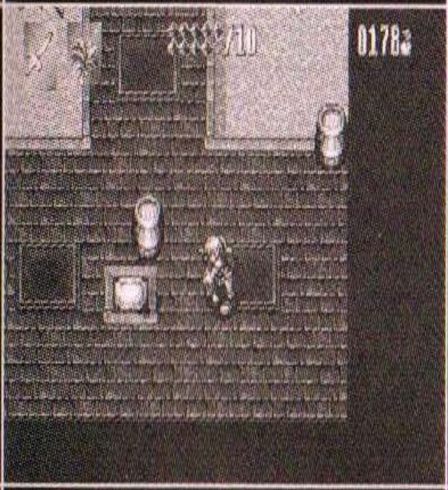
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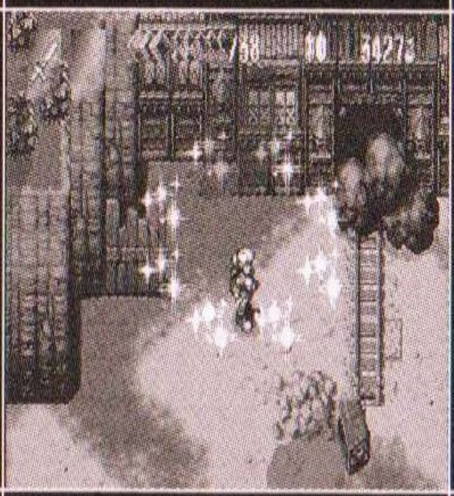
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THROW
■ BUTTON

ONCE AN OBJECT HAS BEEN PICKED UP, PRESS THE ■ BUTTON AGAIN TO THROW IT. IF THE ■ BUTTON IS PRESSED WHILE PRESSING A DIRECTIONAL BUTTON, THE OBJECT CAN BE THROWN FURTHER THAN NORMAL. ALSO, JUMPING WILL SOMETIMES ALLOW OBJECTS TO BE THROWN FURTHER.

BE CAREFUL NOT TO THROW ALL OF THE OBJECTS AS SOME ARE EXTREMELY FRAGILE AND WILL EASILY BREAK.

CONVERSATION
■ BUTTON

TO BEGIN A CONVERSATION WITH ONE OF THE VILLAGERS, MAKE SURE THAT ALUNDRA IS STANDING NEXT TO THEM, AND PRESS THE ■ BUTTON. AFTER THE ■ BUTTON IS PRESSED, ALUNDRA CAN THEN CONVERSE WITH THE VILLAGER.

INVESTIGATE
■ BUTTON

IF ANYTHING LOOKS STRANGE OR UNUSUAL, PRESS THE ■ BUTTON TO EXAMINE IT. IT IS IMPORTANT TO INVESTIGATE EVERYTHING. DOING SO JUST MIGHT HELP ALUNDRA SOLVE THE MANY PUZZLES IN THE GAME.

USE EQUIPPED ITEM
● BUTTON

TO USE AN ITEM, MAKE SURE THAT THE ITEM IS DISPLAYED IN THE ITEM WINDOW. TO USE THAT ITEM, PRESS THE ● BUTTON. ALUNDRA WILL USE THE CURRENTLY EQUIPPED ITEM. IF ONLY ONE OF THE ITEM REMAINS WHEN THE ● BUTTON IS PRESSED, IT WILL DISAPPEAR FROM THE EQUIPPED ITEM BOX AT THE TOP OF THE SCREEN.

1

SAVING THE GAME



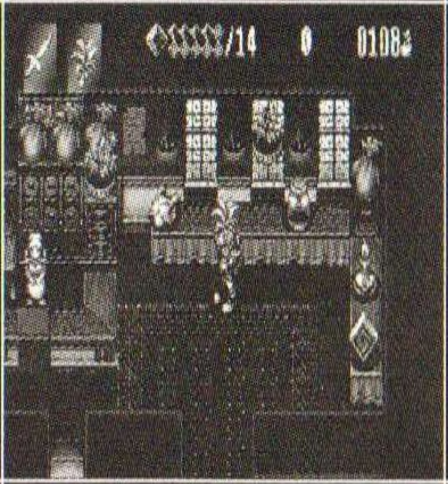


In Alundra, the save data will be written to a diary. There is a diary located on the second floor of Jess' house and in some cases, they can be found inside a few of the dungeons. To save a game, stand in front of the diary, and then press the ■ button. The Save Screen will then be displayed.

There can be a maximum of four diaries in Alundra. Once the Save Screen is displayed, use the up or down Directional buttons to choose which book to save the game. After selecting a book, press the ■ button. To confirm the decision to save the game, select 'YES'. Press the × button. The game will then be saved. To cancel and return to the Save Screen, select 'NO' and press the ■ button. PLEASE DO NOT REMOVE THE MEMORY CARD OR PRESS RESET DURING A SAVE OR LOAD OPERATION.

2

SHOPS





Throughout the game, there will be shops in which items can be bought, although Alundra must first have enough gilder to purchase the item.

To purchase an item, first pick up the item (use the ■ button + the Directional buttons). Next, take the item and throw it on the counter next to the cashier. Once the item has been placed on the counter, the cashier will tell Alundra the price for that item. To purchase the item, select 'YES', then press the X button. The item will be purchased and added to Alundra's inventory. To cancel the purchase, select 'NO', then press the X button.

3
FIGHTING

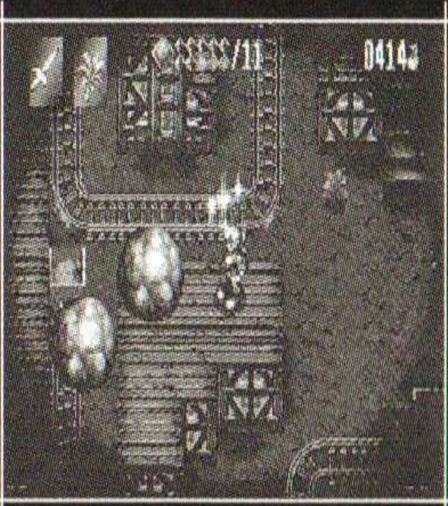




Once outside the village, and sometimes inside the village, Alundra will be vulnerable to attack from the many different monsters. If Alundra receives damage during an attack, his body will flash for a brief period of time. During this time, Alundra will be invincible to other attacks. Also, when the enemies receive damage, they will flash for a brief period of time. During this time they will be invincible as well, so be careful.

4

RECOVERING POWER





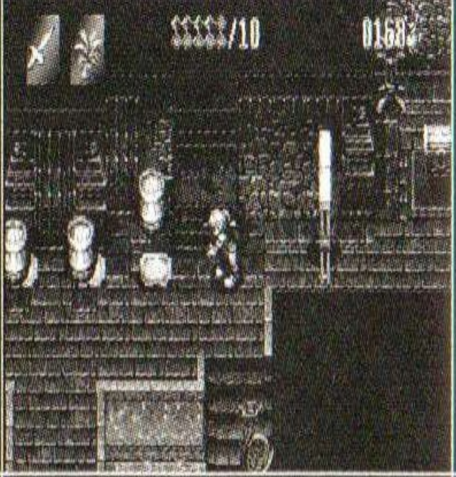
ALUNDRA CAN RECOVER HIS POWER THROUGH THE USE OF ITEMS. THERE ARE A NUMBER OF WAYS TO REFILL ALUNDRA'S LIFE GAUGE; USE ITEMS PURCHASED IN SHOPS, ITEMS FOUND IN TREASURE CHESTS, ITEMS FOUND AFTER KILLING MONSTERS, OR USE THE RECOVERY AREAS FOUND NEAR SAVE POINTS IN CERTAIN DUNGEONS. BEFORE ENTERING A DUNGEON, MAKE SURE THAT ALUNDRA'S INVENTORY IS FULL OF HEALING ITEMS. THEY BECOME A NECESSITY WHEN ALUNDRA IS STUCK AT THE BOTTOM OF ONE OF THE DUNGEONS AND HIS HEALTH POINTS ARE DECREASING RAPIDLY.

TAKE ADVANTAGE OF THE RECOVERY AREAS THAT ARE LOCATED IN MANY OF THE DUNGEONS IN THE GAME. HERE, BOTH ALUNDRA'S HEALTH AND MAGIC CAN BE RECOVERED. TO RECOVER HEALTH OR MAGIC, SIMPLY STAND ON ONE OF THE TRIANGLES AND IT WILL REPLENISH EITHER ALUNDRA'S HEALTH OR MAGIC. THE GAME CAN ALSO BE SAVED BY ACCESSING THE DIARY.

5

TRAPS





There are two kinds of traps found in the game: ones that cause damage, and ones that prevent Alundra from proceeding in the dungeon. There are a number of items that will cause damage to Alundra, such as suspicious looking rocks, iron balls, spiked balls, and other similarly sinister objects.

Certain traps that prevent Alundra from proceeding will require a lot of thought in order to make it past them. For instance, if Alundra becomes locked in a room, look for switches to hit, or try killing all of the monsters in the room. If an object is blocking the way, try to move it by pushing or lifting. If the object can't be moved, try destroying it with weapons or magic. If that doesn't seem to work, it just might be a dead end. In which case, look for another way.

6

PUZZLES





NOT ONLY IS THIS AN INTENSE ACTION GAME, BUT IT IS ALSO A FIENDISH PUZZLER. MANY OF THE PUZZLES REQUIRE CERTAIN THINGS TO HAPPEN IN JUST THE RIGHT ORDER SO THAT THE PUZZLE CAN BE SOLVED. FOR INSTANCE, IF THERE ARE MULTIPLE SWITCHES IN A ROOM, ALUNDRA MUST HIT THE SWITCHES IN JUST THE RIGHT ORDER SO THAT HE CAN PROCEED. GENERALLY THERE IS AT LEAST A CRYPTIC SIGN NEARBY TO HELP IN SOLVING THE PUZZLE, SO BE VERY OBSERVANT.

THE SOLUTION TO MANY OF THE PUZZLES CAN ALSO COME IN THE FORM OF A RIDDLE. THINK ABOUT WHAT'S BEING SAID, AND REACT APPROPRIATELY.



SWORDS



DAGGER

This is the first weapon that Alundra receives during the game. It is an effective lightweight weapon. However, Alundra cannot charge attack with this sword.



LEGEND SWORD

The Legend Sword is a much more powerful and deadly weapon than the Dagger. A charge attack can also be used with this weapon.

FLAIL

This high performance weapon can slash enemies to pieces, and also damage bricks. If the weapon is capable of a charge attack, Alundra will spin it about his head, destroying all the enemies that are surrounding him.





IRON FLAIL

This will easily become one of Alundra's favourite weapons. It is an extremely powerful weapon that is easily capable of destroying certain walls and blocks.



BOW

The bow is extremely useful for killing enemies at a distance. If the bow is capable of doing a charge attack, the arrow will shoot through a number of enemies.

HUNTER'S BOW

This is the first bow Alundra will acquire. However, it will not be able to do a charge attack.



WANDS



FIRE WAND

THE FIRE WAND ISN'T AS POWERFUL AS THE SWORDS OR FLAILS. HOWEVER, A CHARGE ATTACK IS POSSIBLE. THIS WAND CAN BE USED TO BURN DOWN THORNY BUSHES, AS WELL AS MELTING ICE BARRIERS. DON'T WORRY ABOUT ITS POWER, IT CAN STILL FRY MONSTERS - IT JUST TAKES LONGER TO FRY THEM.





ICE WAND

COLD AIR SHOOTS OUT FROM THIS WAND, TEMPORARILY FREEZING AN ADVERSARY. IT CAN BE USED IN CHARGE ATTACKS.

ARMOUR



CLOTH ARMOUR

The cloth jacket will help keep Alundra safe from the elements. However, its defensive ability is very low. Get rid of this jacket as soon as possible.



LEATHER ARMOUR

The leather jacket is more effective than the cloth jacket. Fashionable and very functional, this armour is a must-have!

FOOTWEAR

If Alundra treads in something unpleasant, boots will stop it squidging between his toes. They are, therefore, essential.



SHORT BOOTS

These boots were made for walking, and that's just what they'll do. But these basic boots won't do much else for you.



LONG BOOTS

These boots will help Alundra get to places he might otherwise be unable to reach.

ITEMS



HERBS

This bunch of medicinal herbs will recover approximately one-quarter of Alundra's health. Alundra is only able to carry nine herbs in his inventory.



STRENGTH TONIC

This tonic is able to recover half of Alundra's health. Unfortunately, Alundra is only able to carry one in his inventory.



STRENGTH ELIXIR

This health potion will recover all of Alundra's health. Since Alundra is only able to carry one of these large potions in his inventory, try to make sure that he has one of these before going into a dungeon.



MAGIC ELIXIR

Restores Alundra's magic power to maximum. Upon learning magic, make sure that Alundra is always stocked with one of these items in his inventory.



WONDER ESSENCE

If this amazing potion is located in Alundra's inventory, Alundra will recover all of his health and magic power when he dies. Alundra can only carry one of these resurrection potions in his inventory.



BOMB

Blows things up. Yes, the only purpose for this item is to cause mass destruction. The bomb will explode in five seconds. So make sure to get out of its way. But Alundra has a bottomless supply, so blast away!

The following items will give Alundra an immediate boost of health or magic power. If Alundra's health or magic is full power, then these items will have no effect. Here is a brief overview of these items.



SMALL LIFE DROP
This small drop will increase Alundra's life gauge by two. These can be found by killing monsters, or by destroying the vegetation.



LIFE DROP
This life drop will recover one-quarter of Alundra's health.



LARGE LIFE DROP
This large life drop is extremely valuable since it will recover half of Alundra's health.



MAGIC DROP
This will allow Alundra to recover magic power one drop at a time.

These items will increase the maximum number of health and magic points.
They are described below.



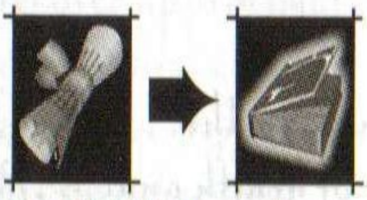
LIFE VESSEL
A life vessel will increase Alundra's life gauge by one. Life vessels can be found in treasure chests hidden in dungeons, or throughout the world. Take the time to find as many as possible. They just may help prolong Alundra's life.



MAGIC SHIELD
Alundra's magic gauge will increase by one every time one of these items is found. Magic shields can be found in treasure chests hidden in dungeons, or throughout the world.

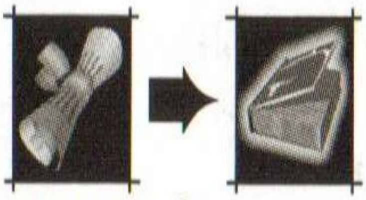
MAGIC

Upon receiving a magic scroll, Alundra will be able to use magic. The scroll can later be upgraded to a book. Every time Alundra uses magic, his magic power will be decreased by one. Here is a brief overview of the magic.



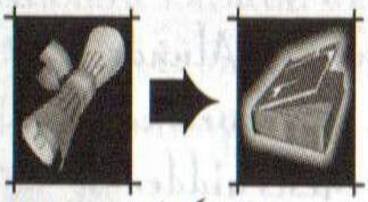
EARTH (Brown)

By using the elements of the earth, Alundra will be able to send elements of the land to decimate enemies.



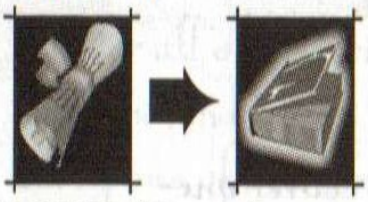
FIRE (Red)

By controlling the element of fire, Alundra can dish out fiery damnation on his enemies. This intense heat should toast any foe that strays too close.



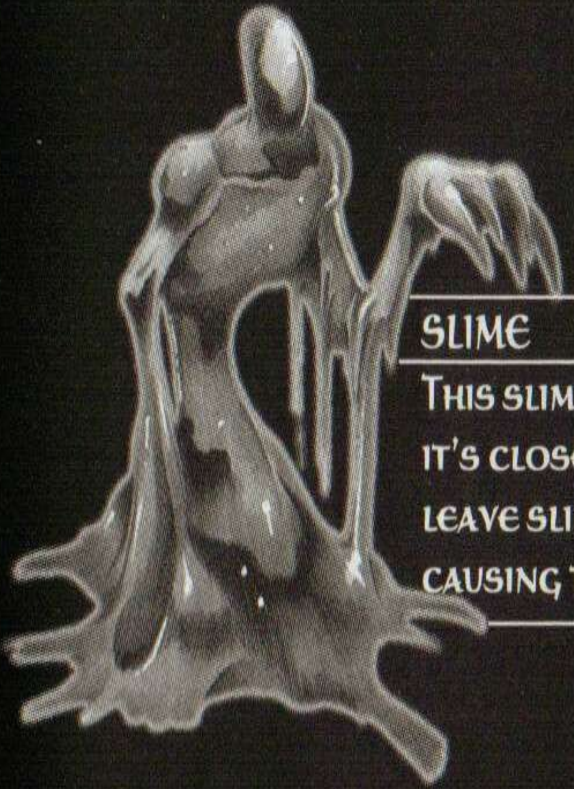
WATER (Blue)

This magic will create a water shield around Alundra protecting him from enemies. At the same time, Alundra will be able to recover some of his health.



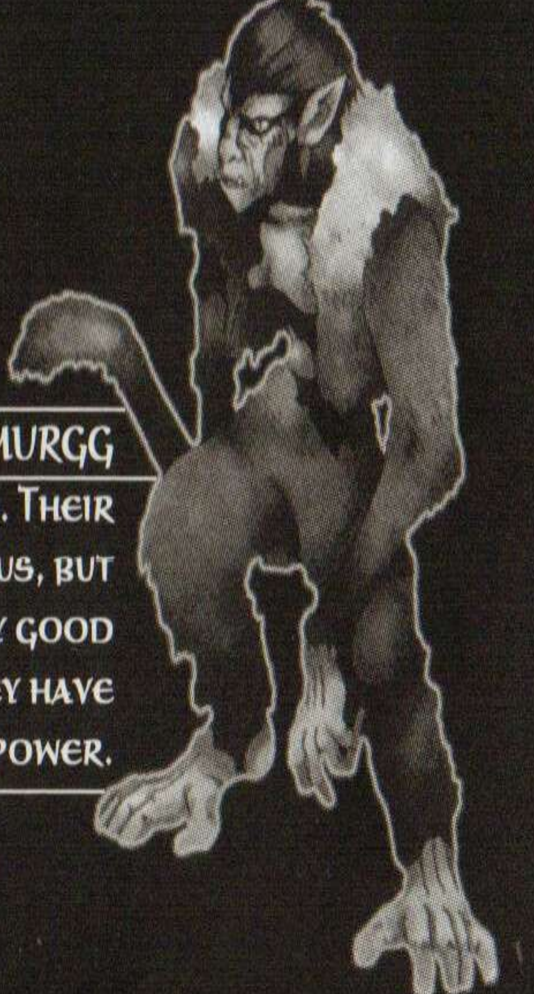
WIND (Green)

This magic scroll harnesses nature's intense fury to completely obliterate any foe. If Alundra is in a really sticky situation, it just might be time to break wind.



SLIME

This slime moves slowly towards it prey. Once it's close by, it'll stand up. It likes to swipe and leave slimy, acidic residue over its victim, causing them to suffocate.



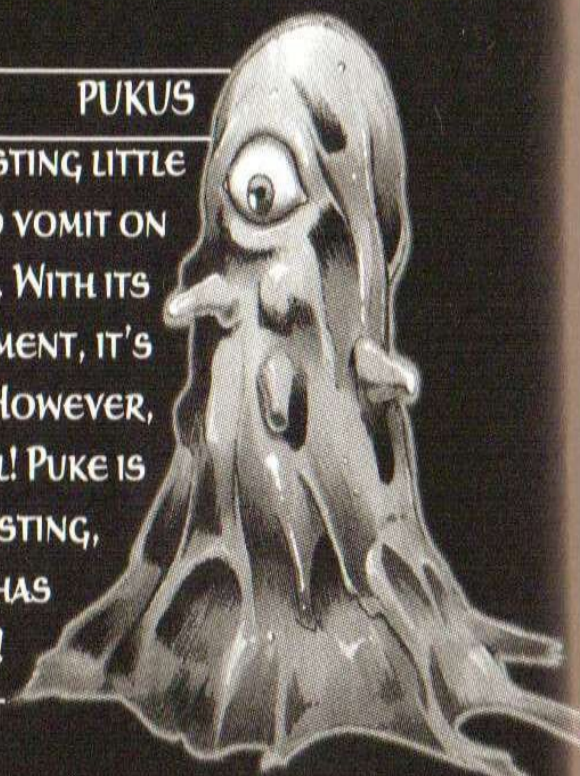
MURGG

These simians are a real pain. Their attack is fast and furious, but seemingly random. The only good thing about them is that they have low defensive power.



GRAGG

These powerful Graggs like to attack using a wide range of weapons. Some will attack with axes, flails, and maces. Watch out, they're very strong.



PUKUS

This disgusting little gel likes to vomit on its victim. With its slow movement, it's easy prey. However, be careful! Puke is still disgusting, and this one has it in spades!



TURTLE

Good timing is needed to defeat this fire-breathing turtle. They can't be damaged when they're in their shell. So, wait until they've come out before attacking.

REAPER

These evil reapers lie in wait at the underground cemeteries to claim yet more souls. They like to turn invisible, but watch for their tell-tale reaping hook as it'll show Alundra where they are hiding.





ZOMBIE

As in every horror movie, these little undead freaks like to hang out at the local cemetery. They attack very quickly; however, their shrieking cry always warns of their impending attack.



SLUDGE

These weak-looking swamp creatures have the ability to form mud into projectiles, launching them with great velocity.



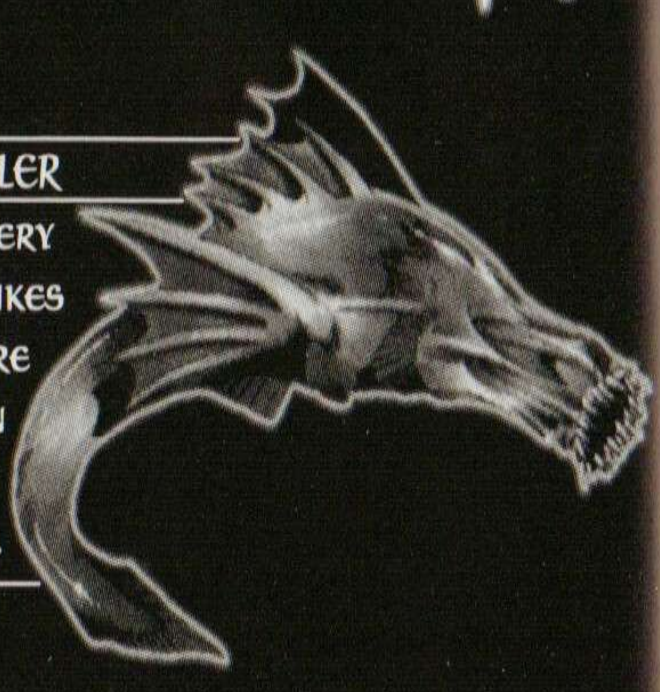
Ancient Guardian

This massive rock mummy lives deep in the catacombs. It has the ability to shake the ground with tremendous force. This mummy also likes to throw huge boulders at Alundra.



Lizard

This is one of the most experienced fighting creatures of all. It has a rather large sword with which it can inflict severe damage. What's worse, it can block attacks with its shield.



Killer

This fishlike creature lives in nearly every body of water in the known world. It likes to wait until its prey is very close before jumping out of the water to attack. In order to kill it, pay attention to how it jumps out of the water.

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